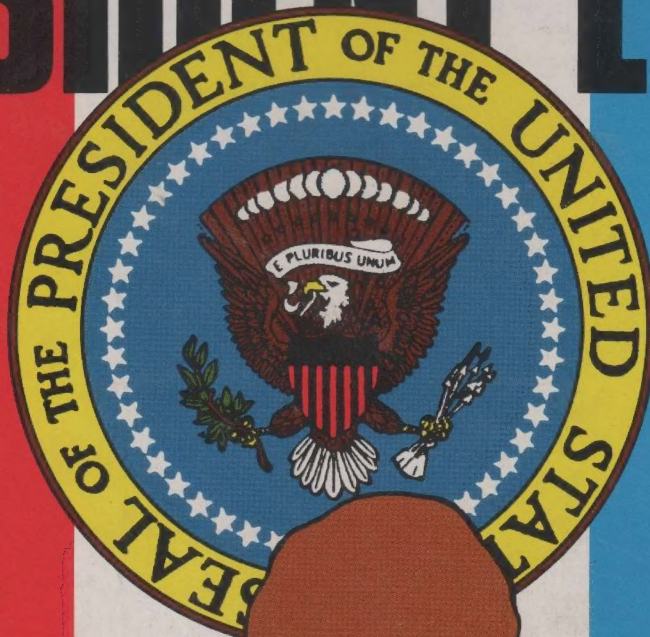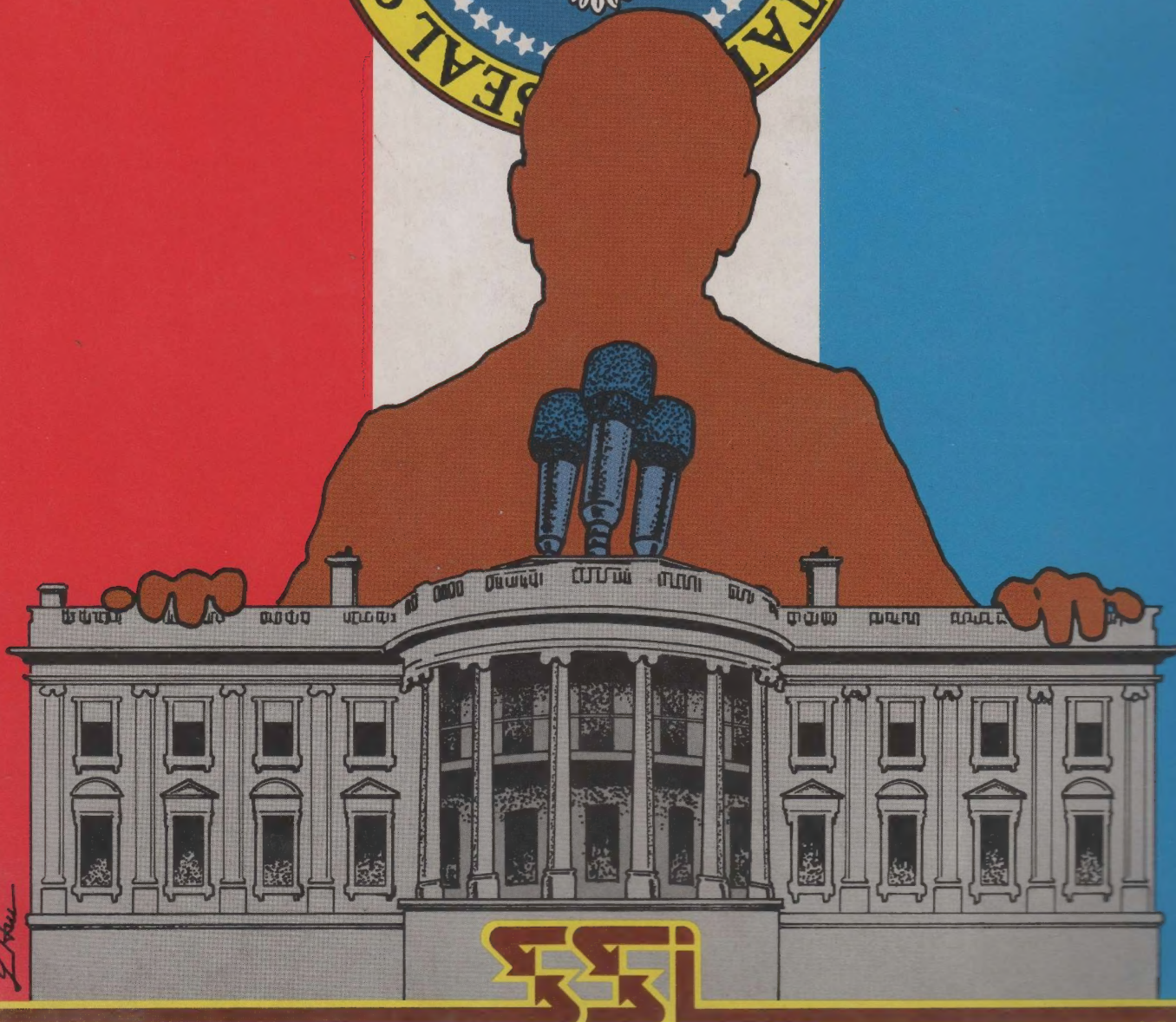A COMPUTER STRATEGY GAME OF THE CAMPAIGN FOR THE PRESIDENCY

PRESIDENT ELECT™

SSI

STRATEGIC SIMULATIONS INC.

THE RACE FOR THE PRESIDENCY OF THE UNITED STATES IS ON!

And like a coach/runner, you set the pace and strategy for this grueling, nine-week marathon to win the highest office of the nation.

PRESIDENT ELECT™ is the perfect release for the armchair politician in all of us. Disenchanted with the way previous elections have gone? Disappointed with the campaign strategies of your favorite candidates? How would JFK and Ronald Reagan have done against each other? How would you do if you ran for president?
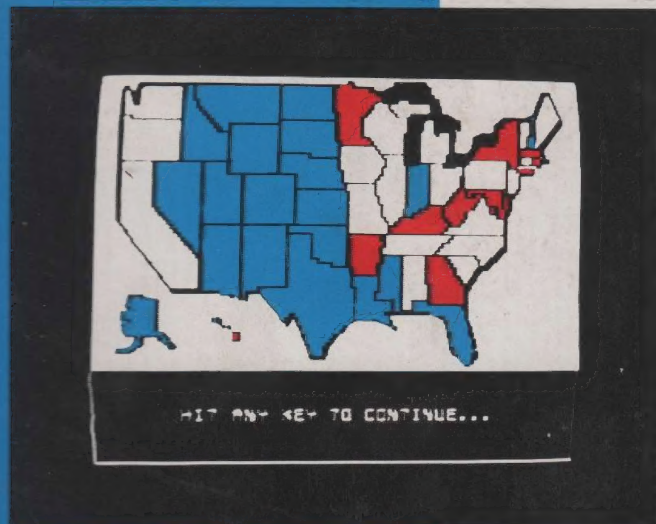
No longer do these frustrations and questions have to go unanswered. Every major electoral parameter has been duplicated to make PRESIDENT ELECT the most accurate and realistic model of the campaign process ever made.

Aside from being just a whole lot of fun, this game also holds tremendous potential as an educational tool.

POLITICAL CLIMATE.

You can contest any election from 1960 to 1984 using actual historical candidates or ones you make up.

At the beginning of the game, the computer reflects the prevailing political climate of the specified time based on economic factors and U.S. and foreign news. The candidates' political persuasions will have been either preprogrammed or rated by you based on their responses to over 20 issues as diverse as ERA, environment, SALT Treaty, PLO.....
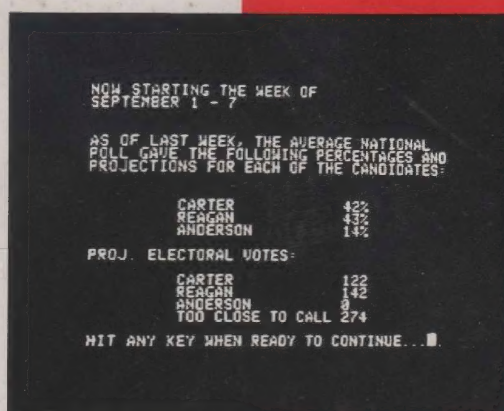
Every turn(week), Hi-Res map of the U.S. colors states according to the party to which its electoral votes belong. Red for Democratic; blue for Republican; stripes for third party; and white for undecided.
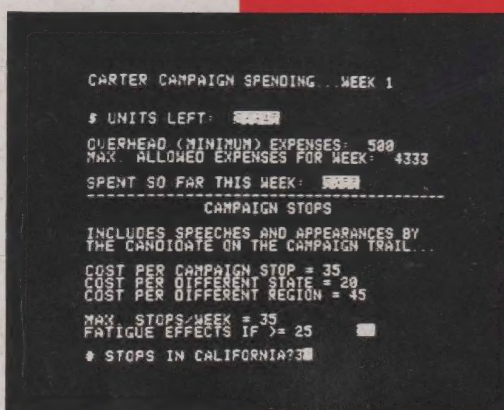
THE CAMPAIGN.

You are given a fixed amount of money to spend on your candidate's campaign. You must allocate your funds among national, regional, and key-state advertising. Time and frequency of campaigns stops must also be carefully planned to avoid fatigue. During the campaign, national and foreign crises may arise to challenge you.
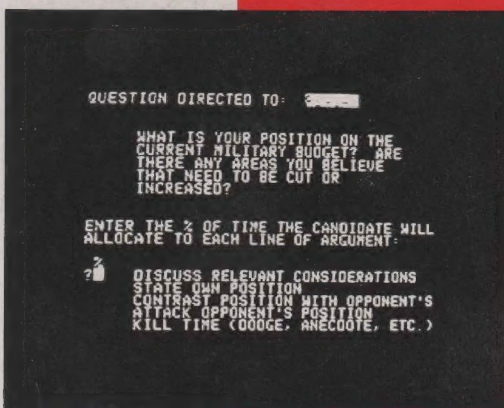
You'll be asked if you wish to debate. Like a real debate, you'll be scored on your answers and speaking ability.

Weekly polls project shifts in popular and electoral votes.

Screen displays campaign spending status and campaign stops.

A sample question and its possible approaches during a debate.

ELECTION NIGHT.

This is it! Election night can be resolved instantly for the impatient at heart. Or it can be simulated as a hair-raising, minute-by-minute experience.

THREE-PLAYER GAME.

PRESIDENT ELECT accounts for the Republican, Democratic, and possible third-part candidates. The computer can play any or all three positions. It can be programmed to play a game over and over again with major parameters changed each time to see how a particular election turns out. True aspirants to the office, take heed!

Ready. Set. GO! May the best-managed candidate win!

GAME CONTENTS: 5¼" program disc; rule book; 1 data card; 1 campaign strategy pad.

SEAL OF THE PRESIDENT OF THE UNITED STATES

PRESIDENT ELECT ™

SSi
STRATEGIC
SIMULATIONS
INC

For Your
APPLE II
with
Applesoft
ROM Card
or
AppleII
Plus
48K
Memory
& 1 Mini
Floppy
Disc Drive

Cover
Design:
LOUIS HSU
SAEKOW

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SAEKOW

PRESIDENT ELECT™ is designed by Nelson G. Hernandez, Sr.
☐ Playing Time: 1-2 Hours   ☐ Introductory Level

☐ Hi-Res color U.S. map shows candidates' weekly positions state-by-state.
☐ Includes weekly polls, current and foreign events, crises, and debates.
☐ Election night coverage: minute-by-minute or instantaneous results.
☐ 3-player game featuring Republican, Democratic, and possible third-party candidates — with computer able to play any or all of the candidates.

☐ Simulate in realistic detail the 9-week presidential campaigns from 1960 to 1984 using actual historical or potential candidates, or create your own.
☐ Over 20 questions rate each candidate on relevant issues.
☐ Allocate funds among national, regional, and state advertising.
☐ Plan campaign stops for maximum effect and to avoid exhaustion.